

ABSTRACT:

A casino game between a dealer and a player using multiple decks of playing cards each consisting of forty cards Ace through ten for each of four suits and a specific layout for mounting on top of gaming table. The layout has a king of spades, or as an additional embodiment other face cards would be used i.e. queen or jack of any suit, embedded into the layout at each of the player and dealer's stations. The cards each have a value equal to the face value of the card except aces, which may be valued at one or eleven. The player makes a base wager and the dealer deals one card to the player and one card to the dealer. Both player and dealer use the embedded king of spades, or other face card, located in the layout in front of each station, as part of their hand. The layout king has a value of ten. The player forms a final hand by standing or receiving additional cards. If the player receives a card that causes the player's hand to exceed twenty-one, the player automatically loses and his base wager is collected. The dealer forms a final hand by drawing additional cards or standing, optionally according to house rules. Base wagers are resolved by summing the values of the cards in the dealer's hand and declaring the final hand having a sum closer to twenty-one, without exceeding twenty-one, to be the winning hand. Players having winning hands are rewarded and wagers are collected from players having losing hands. In the event of a push, the player's base wager is returned.